Disclaimer: This is a fanmade transcript of the first episode of the podcast audiodrama series, *Feedback: A Hero's Calling*, created specifically for the benefit of hard-of-hearing and deaf people.

I am not the creator of the series nor do I have any ties to the creators whatsoever. This is not intended for monetary gain or commercial purposes.

More transcripts to come.

If you spot any errors, please let me know so I could fix them.

Feedback: A Hero's Calling Season 1, Episode 1

"Never in a Thousand Years"

INTRO

(Energetic instrumental music plays in the background)

Narrator: You are listening to audio theater in a darker shade!

This is darkerprojects.com!

And now, our feature presentation.

EPISODE PROPER

(Gloomy, suspenseful music plays in the background, someone could be heard mumbling/chanting to themselves and crickets chirp)

Matt/Feedback: Honey, you sure this is the right way?
Sarah: Did you take a lift on Orchard Boulevard?
Matt/Feedback: Well, I didn't *exactly* see an Orchard Boulevard.
Sarah: Then, no, I'm not sure if this is the right way! Matt, mats are your friends!
Matt/Feedback: I know, I know! How far back is Orchard Boulevard supposed to be from? What are the street names in the intersection?
Sarah: Intersection?! Try Nowhere Street and Dark Gnarled Trees Lane! We're lost, Matt! We're in another dimension!
Matt/Feedback: Hey, don't joke like that. Do you see what happens when you joke?
Sarah: Matt, please tell me you have the suit on, don't you?
Matt/Feedback: Well, we were on a rush.
Sarah: Because I had to tear you away from that corny old game.

Matt/Feedback: Well, that’s just at it! I shouldn’t need the suit right now. I’m fully charged at the game I was playing! The feedback field should just shut itself off.

(An old man screams loudly from a distance)

Sarah: OK, what was that?!!

(Footsteps shuffle in the background)

Matt/Feedback: Sarah, come with me.
Sarah: WHAT? Out there?! Where the scream came from?!!
Matt/Feedback: Sarah, come with me. I have to go out and help that man and I can’t protect you at the same time if you’re back here in this car.
Sarah: How do you know you have to protect me? That could be someone who stubbed his toe!
Matt/Feedback: Give me your hand.

First of all, my feedback field is not on. I would’ve felt it if I shorted up the car. (beeping sounds in background)
Secondly, my power monitor registers at full charge. If the field was on, even for a second, I would’ve lost some game energy. Thirdly, I didn’t show you this challenge I received this morning over at Tech Support HQ.
Sarah: What is once in a minute, twice in a moment, and never in a thousand years? Plus sign, AA.

(The same scream is heard again)

Matt/Feedback: We’ve got to hurry!
Sarah: What is this, besides a riddle? What’s the plus sign and two A’s have to do with the question?
Matt/Feedback: It’s the question plus the two A’s.
Sarah: Oh! You mean the answer of the question plus the two A’s! It’s a convoluted Rebus puzzle.
Matt/Feedback: Right! God, you’re so beautiful when you’re solving puzzles.
Sarah: Do you know the answer? Ahem. Smarty pants.

(Footsteps crunch on dead leaves on the ground)

Matt/Feedback: Uh-oh. That wasn’t what I figured.
Sarah: Once in a minute, twice in a moment, never in a thousand years...? What could happen so briefly in one timeframe but never another timeframe?
Matt/Feedback: No, Sarah. Look at the question itself. Look at the words.
Sarah: Huh? Wha-- Oh! One in a minute, twice in a moment, never in a thousand years! The letter M! That’s cheap! M plus A’s... MAZE! The answer is... A MAZE!
Matt/Feedback: Yeah. Now look up.
Sarah: Oh. Wow! Who grew something like this out here?

Matt/Feedback: Someone who grew this orchard into a giant hedge maze. It probably goes for miles inside there.
Sarah: That game you played didn't happen to give you the ability to fly, did it?
Matt/Feedback: Nope, but it's perfect for what I need right now.
GAME ON!

(Feedback's powers whirl and swish)

Ah, ah. Here we go!
Sarah: What- What's happening?
Matt/Feedback: I can see the whole thing, completely, as if I were a mile up in the air.

(The same scream could be heard again)

Matt/Feedback: I see him. Stay close to me, but keep your eyes open for anything else. Last time I was challenged to a race, I missed a little girl. Can't let that happen again.

(footsteps shuffle)

Matt/Feedback: Left.
Left again.
Do you see anything?
Sarah: No...
Matt/Feedback: Now right!
Sarah: There he is!!! GASP! What is that thing?!

(guttural noises)

Matt/Feedback: Sarah, stay down.

You... thing...! Get your claws off him!

(swoops)

Matt/Feedback: What the--

(guttural noises)

UGH!!!
Sarah: NO!!!
Matt/Feedback: I'm not down yet.
Fiend: Ehehehehe hehehehehe
Matt/Feedback: How can I not... touch him?
Fiend: Tonight, I'll feed upon his soul, and then tonight I'll dine. And we're not done, my little hero. I'll keep your bride as mine!
Sarah: Why wait, you spook! Come and get me now!

Fiend: Ahahahahahahaha! If you insist!
Matt/Feedback: Sarah, NO!!!

(Swooping and sucking noises)

Matt/Feedback: No, no. Oh God, please, not my wife! I can't let this thing take her, this spook!

Wait, I've got it! I'd play Batman! And we're already in an orchard. I have to hurry. I'm almost out of game energy.

(Matt/Feedback runs)

(Spooky background noises)

(More leaves being crunched)

Sarah: (gasps) Why did I say that?! (gasps) I'm not a superhero?! (gasps) Oh God! Dead end!!! I'm really gonna die this time or tomorrow night!!!

(hissing/whispering)

Fiend: (laughs) (sings the first four notes of Wagner's Wedding March) (laughs)

Now we've stopped. I think I'll drink you down like a cool drop of water in a hot desert!

(laughs)

Matt/Feedback: Alright, icky, lecture's over! It's time for some FEEDBACK!
GAME ON!!!

(Whirring superpowers)

Matt/Feedback: A word to the wise: if you're gonna be a ghost chasing people around in a maze, find the fruit!

Fiend: Alright, you... NOOOOOOOOOOOOOOO!!!

(Crunching on leaves)

Sarah: (sighs) I'd kiss you right now... but you're surrounded by a big yellow smiley face.
Matt/Feedback: Not for long!

Game off!

(electric sounds)

Sarah: (kisses) I'll never, ever, ever, ever call Pac-Man old and corny again for as long we both shall live.
Matt/Feedback: That's right. Respect the old school!

Oh gosh, the man!

C'mon Sarah, now that my game energy is all gone, my feedback field is going to make driving the car impossible. We'll have to walk the old man back to town.

(walking)

Matt/Feedback: Easy, sir. You're safe now. Here. Put your arms on mine up my wife's shoulders. We'll carry you out of here.
Old Man: Thank you... for saving me...

(walking)

Sarah: Matt, who issued you this challenge? Who set up all those who tried to kill us?
Matt/Feedback: Who else. For Deathmatch the game is never over. Never in a thousand years.
Sarah: Well, it is today.
Matt/Feedback: I can accept that.
Um...
Sarah: What? Matt, what?
Matt/Feedback: How do we get out of here?

CREDITS

(epic orchestral music)

Narrator: You've been listening to Feedback: The Next Great Superhero.

Episode 1, "Not in a Thousand Years", written and produced by Allan White and Matthew Atherton.
Featured in the cast were:

Sarah Blevins as Sarah

Richard Brooks II as the Fiend

Eric Busby as the Old Man

and Matthew Atherton as Feedback

The series was created by Matthew Atherton and Allan White.

Post-production work by Eric L. Busby.

The executive producer for Darker Projects was Eric Busby.

This has been a Darker Projects Production.

(music fades out)